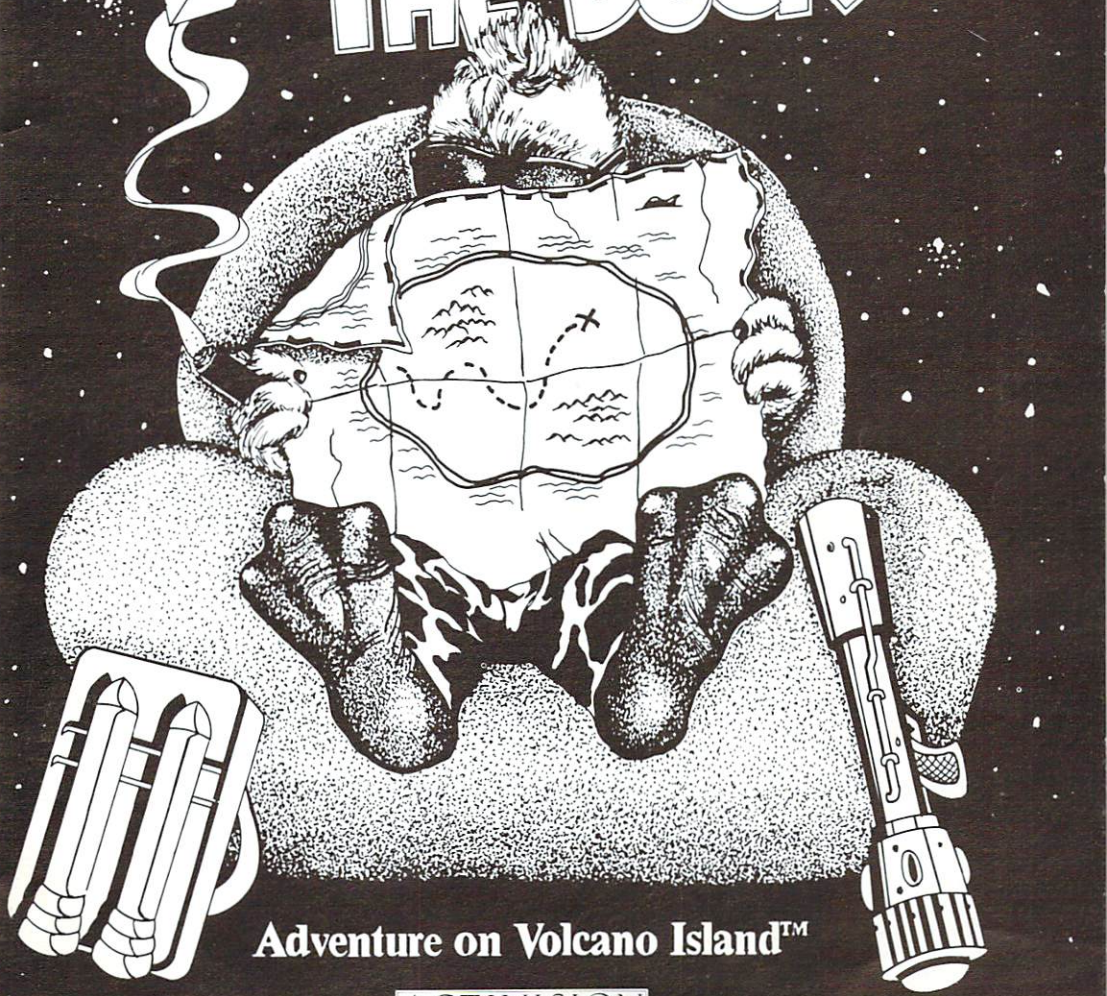
Rescuer's Handbook

For Apple® IIe and IIc,
and Commodore® 64™ and 128™ Computers

HOWARD THE DUCK™*



Adventure on Volcano Island™

ACTIVISION
ENTERTAINMENT SOFTWARE

Howard the Duck: Adventure on Volcano Island was designed by Scott Orr, Troy Lyndon, and Harald Seeley.

Commodore version programmed by Troy Lyndon. Apple version programmed by Ken Rose.

Produced by Scott Orr.

Animation by John Cutter.

Graphics by Doug Barnett.

Commodore 64 programming support by Harald Seeley.

Soundtrack by Russell Lieblich.

Special thanks to Patricia Daley and Brad Fregger.

Rescuer's Handbook by Paula Polley. Editorial management by Steven Young.

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Activision, Inc.
P.O. Box 7287
Mountain View, CA 94039

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Where'd Everybody Go?

They were right here a minute ago. Beverly. And Phil. You were all dancing. Yeah, that's it. Dancing...To the radical sounds of the Cherry Bombs.

But now everybody's gone. And you, Howard. Where are you? Why is it you seem to have floated down to some volcanic island somewhere in the middle of nowhere? Or everywhere?

It's all starting to make sense...Your best friends gone...Volcano Island...The Dark Overlord!

That's it! The Dark Overlord has kidnapped Beverly and Phil and brought them to this volcanic island. 'Cause he's hooked on thermal energy—needs to tap into it constantly to maintain his power.

You know that *he* knows that you're the only one who can foil his plans to take over the earth. But he thinks he can turn you into duck soup—to make the world his oyster.

What he *doesn't* know is that you're a Quack Fu Master, an avid Ultralight flyer, and a whiz with a Neutron Disintegrator.

So take him up on his challenge. And show the Dark Overlord that his treacherous plan isn't all it's quacked up to be.

Gearing Up

To begin your risky rescue mission, first make sure that all your equipment—including all peripherals—is turned off. Then follow the loading instructions for your particular computer system.

Loading the Apple II Series

1. Insert the disk in your disk drive, label side up.
2. Connect a joystick to your computer. (Optional.)
3. Turn on your computer. After a short wait, the title and credit screens will appear.

Loading the Commodore 64

1. Turn on your computer and disk drive.
2. Insert the disk in your disk drive, label side up.
3. Plug a joystick into port 2.
4. Type **LOAD "*",8,1** and press **RETURN**. After a short wait, the title and credit screens will appear.

Loading the Commodore 128

1. Turn on your disk drive.
2. Plug a joystick into port 2.
3. Insert the disk in your disk drive, label side up.
4. Turn on your computer. After a short wait, the title and credit screens will appear.

To restart the game any time on a Commodore, press **F1**; on an Apple, press **ESC**.

Off to A Running Start

Before you and Howard actually embark on this perilous adventure, there are a few formalities you'll have to address to get you started.

1. **Enter your name.** Using the keyboard, type in your name. Or type in any name you like. Just keep it to no more than 8 characters. Then press the **RETURN** key.

2. **Select a difficulty level.** Push the joystick forward and back to select one of the four difficulty levels. Each level gets a little harder—see "Now What?," page 00. Then press the joystick button to start the game.

 If you've never played before, Howard would probably appreciate it if you started at the NOVICE level. Just to get a feel for how you two work together.

3. **Meet Howard.** That's Howard. The duck who just parachuted down onto Volcano Island.

Those numbers at the bottom of the screen? That's how much time you have to find your backpack, deal with a flock of mutant thugs, and blast out of this ready-to-pop stand.

To move Howard up, down, left, or right: push the joystick forward, back, left, or right. Pretty easy, huh? But not for long...

Island Fever

To survive this evil-infested island, you and Howard are going to need to get a few things and do a few things.

Negotiating Mutant Slime

After walking Howard around a bit, you'll discover that there's nowhere to go. Except *over* that slippery slimy stuff, which, by the way, is called *mutant slime*.

To jump over the mutant slime, Howard needs a running start of three to five steps. So scamper toward the mutant slime to get up some speed, then press the joystick button when you reach the edge of it.

The key is to launch Howard from the very edge (which gets tougher as you play the more difficult levels). If he jumps too early, Howard will end up in the slime; too late, and he won't be able to jump at all.

If at first you don't succeed—well, you know the rest.

Snatch That Backpack

Without his trusty backpack, Howard will get nowhere even faster than he already is. He's gotta have it. So just go up and grab it.

The backpack contains:

- a solar-powered jet-pack—for crossing channels.
- the Ultralight flyer—for reaching the top of the volcanic mountain.
- a portable Neutron Disintegrator—just a little something for the Dark Overlord.

When you pick up the backpack, you'll activate its special camouflage mechanism, which will keep Howard from being even more conspicuous than he already is.

Crossing the Channel

Now unless you want to spend the rest of the game walking Howard around in tiny circles, you're going to have to jump over the mutant slime again.

Then, with your solar-powered jet-pack, you can cross the channels to the other sections of the island.

To use the jet-pack, when you get to the bank of the channel, press and release the joystick button repeatedly to open up the throttle on the jet-pack. If you press too fast, you'll kill the throttle; too slowly, and you'll lose thrust.

The current runs strong through the channel. To avoid getting tangled in it, try to move *up* or *down* instead of *left* or *right*.

Mutilating the Mutants

If you're ever going to save Beverly and Phil, you're going to have to do some serious damage to some serious mutants.

You'll know them as soon as you see them. They're evil-looking. And they come out of those disgusting-looking yellow mounds you see all over the ground.

The best way to deal with the mutants is with the old Quack-Fu techniques. You know—punching, kicking, and the like.

The number of blows these guys will take before they finally keel over varies from level to level. See the "Difficulty Comparison Chart," page 00, for the numbers on the level you're playing.

Kicking

Kicking a mutant will injure him and make him spin. Once he's spinning, you can knock him off by kicking him again. When you're

confronted with more than one mutant, they must *all* be spinning before you can polish off any of them.

To kick, hold the joystick button down, then move the joystick in the direction you want to kick.

A kick will have no effect on a mutant who has latched on to Howard—use the punch instead.

Punching

Punching a mutant will also injure him and make him spin. But punching is effective only when a mutant has already latched on to Howard.

To punch, move the joystick in the direction you want to punch and press the button.

If too many mutants latch on to Howard at the same time, he'll be thrown off the island. See "Difficulty Comparison Chart," for the number of mutants it takes to bounce him in the level you're playing.

Stomping on Mounds

The best way to get rid of mutants is to snuff them out before you ever have to look at their pitiful little faces. To do this, stomp on their mounds as quickly as possible.

To stomp on a mound, position Howard on top of the mound, then press the joystick button.

The Ultimate Trap

Mutants are unpredictably nasty. If they surround Howard near a tree, they may not throw him off the screen as usual—instead, they'll just hold their ground, keeping the dauntless Duck trapped while the clock ticks down to zero. Which means you've had it—so start the game over.

Cross This Bridge When You Come to It

Once you've successfully crossed the river and eliminated all the mutants on the sandy part of the island, you'll come to a hanging bridge.

Although it looks easy enough to cross, don't get too quacky. There are rock-throwing mutants on the other side. They happen to have very accurate aim, and they won't stop throwing rocks until you're completely across the bridge.

To dodge the rocks, try to stay to the far right or left side of the bridge.

The last mutant mound. Once you get across the bridge, you'll see yet another mutant mound. But take heart. It's the last one. And if you manage to stomp it out, it'll be the last you'll see of the mutants. Until you play another game.

Now What?

What happens next? Well, it all depends on which level you're playing. (For more details on the differences between levels, see the "Difficulty Comparison Chart" on page 00.)

If you're playing NOVICE, you'll be awarded either the *Recruit* or *Apprentice* medal (depending on how much time you had left) and given the chance to play another game. Why not risk the next level this time?

If you're playing INTERMEDIATE, you'll be given an Ultralight flyer and you must try to make it to the top of the volcano (more on how to do this in the next section).

Once you make it to the top of the volcano in your Ultralight, you'll be awarded either the *Ensign* or *Lieutenant* medal (depending on how much time you had left) and given the chance to play another game.

If you're playing ADVANCED or EXPERT, you'll be given an Ultralight flyer and you must try to make it to the top of the volcano.

If you make it to the top, Howard will automatically parachute down into the volcano. Then by ducking energy bolts and maneuvering between the holes the stalactites are making, you'll meet bill-to-bill with the Dark Overlord (more on how to do all this in the next sections).

ADVANCED players who knock off the Dark Overlord are awarded either the *Commander* or *Captain* medal. EXPERT players who polish him off are awarded the *Commodore* or *Admiral* medal. *Admiral* is the highest ranking.

Flying the Ultralight

Pull back on the joystick to climb, push it forward to dive, and right and left to bank and turn. The winds over Volcano Island are amazingly strong. Avoid flying directly into the thermal riptides by moving the Ultralight up toward the top of the volcano.

Inside the Volcano

You're inside the volcano. And the Dark Overlord couldn't be happier. Because he thinks it's open season for ducks. And maybe it is.

Stalactites and Holes. First, you must dodge falling stalactites and the holes they're making.

To maneuver between the holes, keep Howard's *left* foot on the ledge.

Energy Bolts. Those long, thin, nasty-looking things coming at you? They're energy bolts. And they're being hurled at you by none other than your good buddy, the Dark Overlord.

Each energy bolt is loaded with enough negative zappage to kill a dragon, let alone a duck.

To avoid energy bolts, move Howard up or down, depending on the position of the energy bolts. And avoid those holes while getting into position to fire at the Dark Overlord.

Putting One Over on the Dark Overlord

Once you get all the way to the right side of the volcanic cavern, you'll be in a perfect position to put the Dark Overlord out of commission.

Face Howard directly to the right, pull out the old Neutron Disintegrator, and fire.

To fire at the Dark Overlord, simultaneously press the joystick button and move the joystick to the right.

After each shot the Dark Overlord will change color. And after the third shot, he'll disappear.

You've done it! Well, almost. You still have to shut down the volcano before time runs out.

To shut down the volcano, walk Howard underneath the lever and, by pressing the joystick button, have Howard jump up and pull down on the lever.

If you manage this last move, everything's just ducky. Howard will rush off to rescue Beverly and Phil, and you'll receive your medal and see your score.

If you lose, you'll see that your adventures with Howard are "To Be Continued"—so start over and take another quack at it.

Difficulty Comparison Chart

ACTIVITY	NOVICE	INTERMEDIATE	ADVANCED	EXPERT
Number of lives	255	3	2	1
Mutant spin time	long	short	short	short
Length of time for mutants to reappear	slow	medium	fast	faster
Number of kicks to do in a mutant	2	2	2	3
Number of punches to spin mutant	1	1	2	2
Number of mutants to crowd a duck off the island	4	4	4	3
You're awarded a medal when you make Howard...	cross the bridge	fly to top of volcano	dispatch the Overlord	dispatch the Overlord
Rankings				
3 min. or less left	Recruit	Ensign	Commander	Commodore
3 min. or more left	Apprentice	Lieutenant	Captain	Admiral

The time remaining when you complete the adventure is your score.

Hot Tips for Keeping Your Cool

- When things are getting tense and you need to take a break, just pause the game.

 To pause, on a Commodore press **F7**; press **F7** again to resume play. On an Apple press the space bar; press it again to resume play.

- When fending off mutants in the ADVANCED and EXPERT modes, timing is critical. Knock off individual mutants as soon as you can. It's the only way you'll ever get closer to their mounds.

- When up against the currents—with either the jet pack or the Ultralight—try to move up and down. If you try to move left or right, you'll more easily become entangled in the currents.

- If you're swarmed over by mutants, remember that you can't destroy *one* unless they're *all* spinning. And if you're in the ultimate trap, forget it—you're a sitting duck.

- When you're flying the Ultralight, move up and to the right continuously to find the best path to the volcano.

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